



SHOW BIBLE

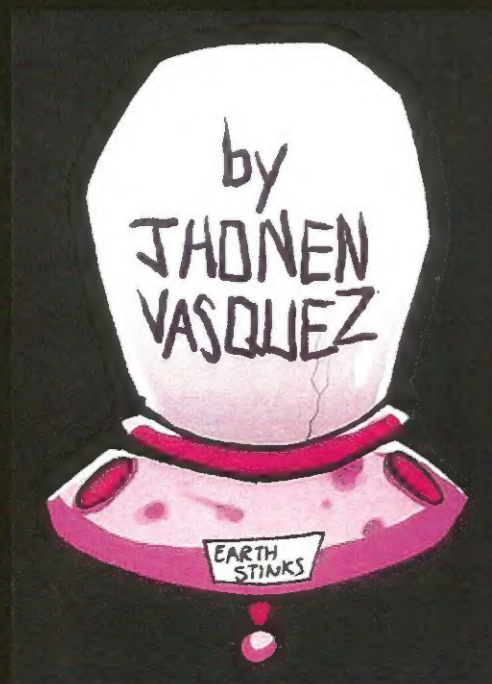
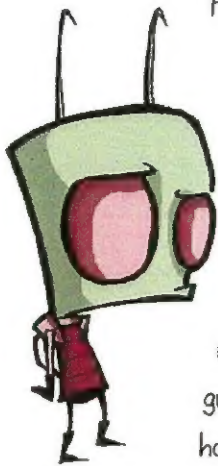


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WELCOME HIDEOUS EARTH FORMS



Here I will take a moment attempting to enlighten your inferior earthling awareness by explaining a little about INVADER ZIM in the popular, succinct fashion that seems to be all the rage with your short attention spanned society. If, upon completing this summary, you are still all yearny with yearning for more information about the show, you can turn to the section entitled BACK STORY. Any questions beyond that will be met with hideous force.

INVADER ZIM is an insane little show about one of the galaxy's most paranoid alien spies, ZIM. As with any other happy little show, it's subject matter includes grotesque scientific experiments gone horribly wrong (resulting in the sort of wonderful childhood experiences that scar one for life), obsessive paranormal investigator schoolmates in giant, city obliterating robot suits, mysterious little sisters in black, and a sinister alien plan for universal conquest. FUN!!

ZIM, our main little green man, is about as much paranoia as can be squeezed into a tiny spaceman's body. See, ZIM is on a mission from the planet IRK - a mission of DOOM! As a NOYNG INVADER, his job is to station himself on the planet Earth and gather intelligence regarding the planet's weaknesses, thus allowing the NOYNG space armada to conquer yet another world without encountering much resistance.

ZIM accepts his mission with much pride and is determined to do a good job, despite the fact that he knows absolutely NOTHING about Earth and it's inhabitants. He must make his leaders proud of him if it is the last thing his intense little heart does.

His course of action is to disguise himself as a human child attending an elementary school (What better place to gather intelligence than an educational institution?! (Do you detect sarcasm?) Fortunately for our would be conqueror, the kids at school seem quite oblivious to the crappiness of his disguise (an Elvis style pompadour wig and a pair of contact lenses) and instead focus on him as just another "different" kid to beat up. YAY for ZIM!

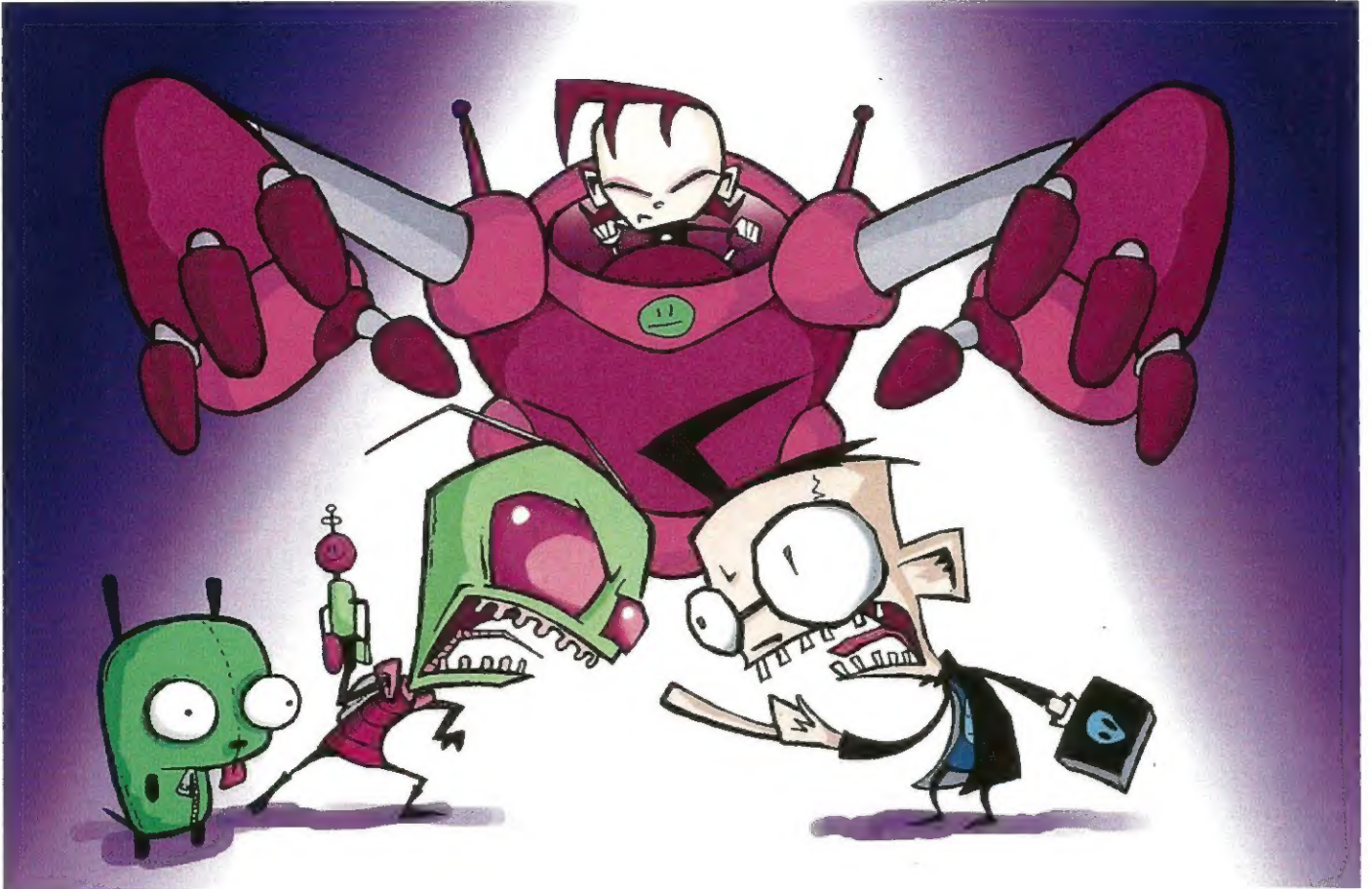
Complicating matters for ZIM is his classmate DIB, Earth's littlest, most obsessed paranormal investigator and the only one to see ZIM for the potential threat to the human species that he is. DIB shares ZIM's zealous work ethic and, eerily, has a similar reason for his over the top desire for success, his wish to impress someone with his accomplishments. DIB'S dad, PROFESSOR MEMBRANE, is so busy coming up with cures and inventions for everything that there isn't much time for more than a cursory pat on the head when his son has invented, say, a cute little teleporter or a Frankenstein style dog with a gopher's head.

And there, in the middle of this ready made rivalry, like some sinister little puppet master, stands DIB'S sister GAZ. Though usually acting as her brother's investigative assistant, she will take whatever opportunity she can find to embarrass the two rivals (depending on which one annoyed her most recently). A pint sized mistress of manipulation, GAZ often sets her brother or ZIM up with false information just to sit back and watch the fun that unfolds.

With these three as the main characters, the premise of ZIM spying on Earth, DIB trying to expose him as an alien and GAZ'S manipulations, the stage is set for innumerable variations on outlandish sci-fi themes. (Of course, we are not bound to this set of circumstances or exclusively to these characters. Once everything is set up, we are free to roam this strange little universe. After all, there are entire other worlds out there, you might find these guys on ANY of them, depending on the insanity content of each particular segment.

Basically, all you really need to know is: paranoid alien determined to be a good little soldier + obsessed Investigator of the strange and mysterious determined to unmask him + spooky Little Sister with a talent for elaborate forms of sibling vengeance = weird stuff.

MAIN CHARACTERS



ZIM is perhaps most aptly described as a little green guy with a fierce and overwhelming confidence and persistence, an unmatched work ethic and a bottomless reservoir of energy.



His stature is describable as "little" not only here on Earth, where any descendant of IRK would be considered diminutive, but also among his own people, where height determines one's standing in society. Considered fairly repellent in his eagerness, in addition to being a runt, ZIM was born into a life of detriment and treated as one who could expect little social advancement. ZIM'S superpower, however, is his overwhelming tenacity, never acknowledging the elements in him that, to an outside observer, might be seen as limitations in his personality and physique. Even though he might appear half as capable at any given task, he will be twice as eager as the next NOYNG to tackle it, rushing in with a display of obscene effort, however idiotic the task may be and despite a total lack of any preplanning on his part.

His devotion to Mission: Earth provides a fine insight into these personality traits. Despite the fact that he is sent to the planet farthest from those affected by Operation Impending Doom in a thinly veiled attempt to get rid of him (Earth isn't even on the Noyng map of the Galaxy, it's penciled in on a piece of paper taped to the wall next to it like some cosmic footnote), he salutes ferociously and dives into his mission, unwilling to let anything stand in his way.

Possessing a supernatural emotional equilibrium, ZIM will always fall back into a state of paranoia, dread and the desire to come out on top, whether he emerged victorious or was himself temporarily vanquished.

It would be a mistake to assume that ZIM is stupid. A more accurate adjective might be "misguided," thanks largely to the gaping hole in his head where information on Earth should be. Unfortunately, most of the information he's getting now is from his fellow schoolchildren, who, while by no means mentally deficient, have a completely different set of priorities and a more imaginative way of looking at things. ZIM has no concept of this fact and therefore his reaction to being given "THE COOTIES," for example, might be to march directly into a teacher's office and demand, with straight faced urgency that she / he "explain these COOTIES of which the children speak!" Being the "green kid," and definitely different, makes him exceedingly vulnerable to these types of attacks (not to mention the fact that kids will always home in on the kid they can get the most dramatic reaction out of).



ZIM makes many assumptions about Earth and her strange inhabitants, most of which are untrue and all of which he takes as absolute fact. Upon observing that all human families have at least one garbage can, he assumes they **MUST** be vitally important, perhaps even sacred. What an awesome show of force it would be to vaporize the garbage can belonging to a bullying classmate. How devastating it would be! The humans would lose all feelings of security and abandon faith in their tall President. He might even rush back home and watch the television, waiting in vain for the flood of broadcasts announcing the ungodly garbage can devastation that has blighted the planet.

One of ZIM's mighty weaknesses is an unseen enemy, allergies. He's allergic to things he has no idea he's allergic to with no law or order to his reactions, so they can pretty much manifest themselves in countless ways. His head can suddenly swell up to three times its normal size, he can be seized by nightmarish sneezing fits, his entire body can liquify, or his voice can be extremely altered, and these things almost always happen to him at the worst possible time, when ZIM feels he has to be at the top of his form. The sources of his pain are pretty clear to the viewer, sometimes accompanied by hyper fast zooms into floating bacteria and then following it into ZIM's delicate little body, but ZIM is normally baffled by this sudden sickness.

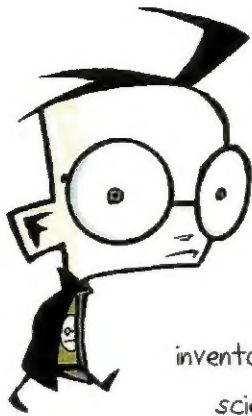


At the end of every day, ZIM reports to the ALMIGHTY TALLEST, from whom an acknowledgement of any kind (whether real or imagined) will fill him with unimaginable INVADER'S pride (it's like normal pride, but with more stuff in it). He practically lives for the respect of his leaders, who usually meet his reports with indifference or mock interest. This doesn't stop him from a boastful and proud display regarding his stupendous accomplishments, accomplishments that would make ordinary observers scratch their heads in wonder at the meaninglessness.

The real satisfaction, however, comes from being able to boast to his alien INVADER peers about what amazing and death defying things he has done in the course of his stay on Earth. NOYNG INVADERS are highly competitive, almost to a freakish extent, and ZIM is no exception. Gatherings on the home planet, or more commonly the convention center planet, Conventia, are frequent and filled with INVADERS all trying to blow each other away with tales of incredible feats.

ZIM's presence on Earth is not limited to his impersonation of a schoolchild. He also has a variety of different Earth disguises. Wearing only a giant beard, he can seamlessly blend in as an old man. A disturbingly tiny old man. A disturbingly tiny, vomit green old man.





DIB: Relentless pursuer of the paranormal, he's the elementary school Fox Mulder (with slightly more emotional range). Dib is the "gifted child" of his school, capable of far more scientifically and intellectually than any of his classmates, and he knows it. He is the son of the one and only PROFESSOR MEMBRANE, the man responsible for thousands of amazing inventions and miraculous cures that he discovers every day, as well as the enormously popular kid's show "ASK MISTER MEMBRANE"

Aside from being a tireless supernatural investigator, Dib is quite the little scientist / inventor himself, not that his far too busy father notices. You see, dad has become numb to amazing scientific discoveries, so he will respond to his son's Giant Robot the same way he might to his daughter's lumpy father's day sculpture. This will not do for Dib, who wants to impress his father more than anything in the world.

ZIM'S arrival into Dib's life provides him with exactly what is needed to trip the wires in his head, setting off his twin obsessions. His "truth is out there" fixation could find no better focus than the kid who is so obviously not from here, and yet no one but he (and a select few others) can even see the truth. And how could dad not be impressed by a son who singlehandedly exposed the evil alien threat and saved the planet from impending DOOM (what father wouldn't be proud?)?

DIB and ZIM are natural born adversaries and, probably more because of their similarities than because of their differences, rabidly competitive, constantly comparing toys and throwing infantile threats at one another.

Intensely focused on things scientific, including the exposure and capture of his otherworldly neighbor, Dib has little time for anything along the lines of playground socializing, sports, and kiddie gossip, making him a pretty easy target for abuse from his classmates. With a brain capacity the size of the moon, Dib knows kids can be cruel, and just doesn't pay his detractors any mind, though, deep down just past his neck, you just know he wants to wow them all with the things he knows he is capable of.

Despite his intense nature, he's still a kid, and is ruled by curiosity which, when coupled with a mighty intellect, can get him into some pretty incredible situations where strange and terrible truths may be discovered. His response to these discoveries could easily be squealing and running like a baby. It's not that he's a chicken, it's just that, while he may spend a huge amount of time planning to get somewhere, not much

thought goes into getting himself out of whatever out-

landish situation he's landed into. In order to

deal with some of the bullies at school, for

instance, Dib might create a pair of giant

robotic arms that would fit over his own

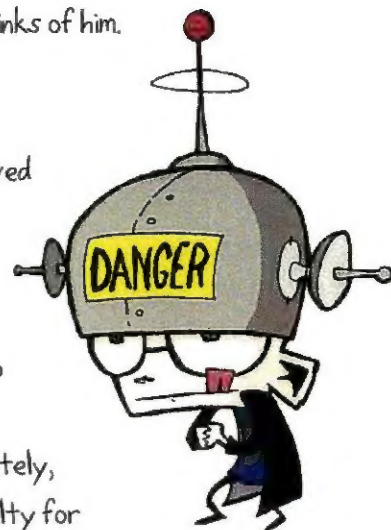
arms, making him into some mutant

bionic monster. The arms do the trick, as the bullies run away

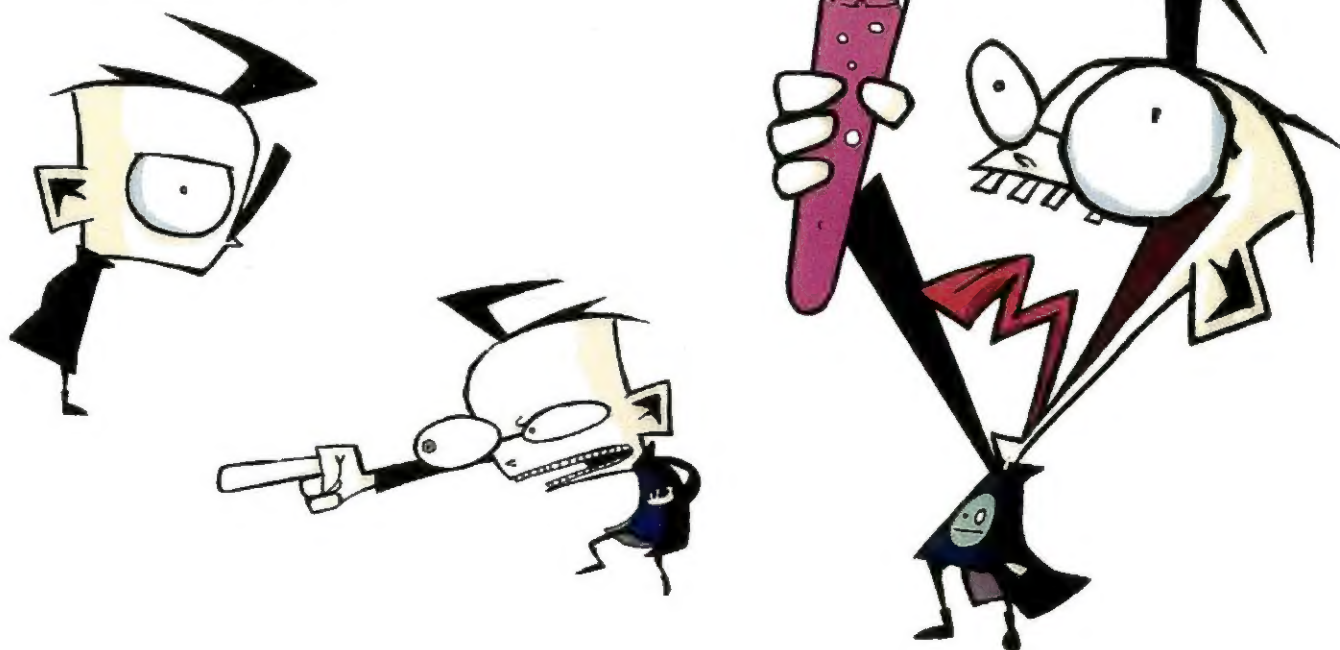
screaming, but then his mechanical appendages go crazy, smashing everything in sight, with Dib still strapped in and being dragged around like a puppet.



Aside from his father, Dib could care less what the world at large thinks of him. He is content with his passion for delving into the spooky world of the unexplained. Still, a guy needs an audience, a confidant of sorts, and it is here that his younger sister GAZ comes into play, whether she wants to be involved or not. In addition to her role as reluctant sidekick, Gaz also finds herself the unwitting test subject for Dib's gadgets, chemicals, and alien hunting devices. His experiments aren't the result of any ill feelings he has toward her, he does them out of necessity, not having any other place to test things out. He does feel a little guilt for the pain and embarrassment inflicted on her and tries to make up for them in various ways, but unfortunately, these "apologies" almost always involve another experiment. After feeling guilty for putting a test syrum in his sister's lunch which caused her to uncontrollably dance a merry little jig in her food, he might give her a doll. The thing is, the doll is a prototype mind reading robot which absorbs the knowledge and information about the people who touch it. The doll, of course, goes bad and ends up escaping, spouting off Gaz's deep, dark secrets to whoever will listen.



Dib is also a member of a super secret society of paranormal buffs known as the SWOLLEN EYEBALL NETWORK, which is as close to a group of his peers as he can muster. It is among their ranks that he feels most comfortable. (For more about Swollen Eyeball Network, turn to the section called Secondary Characters.) Dib has spent so much time previous to his ZIM encounter making what appear to other people to be preposterous statements about things like Bigfoot, the Loch Ness Monster, and Were-chickens and claiming to have proof of alien existence, that his singling out ZIM as an alien is not taken seriously by anyone.





GAZ: Spooky and sinister, GAZ is by far the darkest of the characters. Sort of a sinister Dana Scully, she is marked by extreme pessimism, expressing doubt at her big brother's ideas and plans at every turn (unless, of course, agreeing with him will make it easier for her to lure him into some evil plot).

Motivated by thoughts of revenge toward DIB, whose constant use of her physical being for bizarre scientific tinkering usually results in embarrassing growths and uncontrollable superpowers, and the sheer joy she gets out of playing little mind games on ZIM, who she knows is an alien, but could not possibly take too seriously, she plays the role of double agent, pitting one side against the other like some duplicitous

femme fatale, just for the sheer pleasure of watching the chaos she has wrought unfold in all its chaotic glory.

Occasionally, her puppet master-like schemes go far beyond the range of what she has been prepared to deal with. As much as she likes to see her brother squirm, when one of her little plans spins out of control and his life is in jeopardy or he finds himself in danger of getting his head grafted onto the body of a chicken, she realizes that perhaps she's gone too far and suddenly finds herself in the position of rescuer. ZIM and DIB are not the only victims of her wickedness, as it can backfire on her as well, making her rue the day she ever fell in love with cold, superior vengeance.

GAZ is not nearly as bothered by her father's constant working as DIB is, finding solace in creative endeavors like drawing, writing and crafting meticulous revenge scenarios. While DIB is off trying to invent mind shattering things in order to impress Dad, GAZ might make daddy a creepy looking clay monkey and try no harder than that. Her dark nature shows itself in her artwork and in the disturbing stories she reads to her class. These works are an insight into her fractured psyche.

Her brother and ZIM are not the only victims of her revenge schemes. She spends a great deal of her time waiting for someone to anger or slight her, hoping to use her dark talent. She's like a loaded mousetrap lying in wait.





G.I.R: I don't know what the "G" stands for, but the rest is "INFORMATION RETRIEVAL," and that is what G.I.R. does. He's ZIM's intelligence gathering robot, standard issue for every INVADER, except instead of the highly efficient, top of the line model issued to INVADERS in good standing, ZIM was given a frozen yogurt dispenser robot, reprogrammed and retrofitted for information retrieval.

G.I.R. is usually seen wearing his little zippered dog suit, underneath which is his metallic, insect like true self. His attention span is too brief to make him a good guard dog or sentry, rather his response to an intruder or enemy would most likely be an eager attempt at conversation and curiosity about their doings - "Hey, whatcha doing? Ooooh, stealing my master's furniture, huh? Well, bye mister!" He's just not the best villain to have on your side.

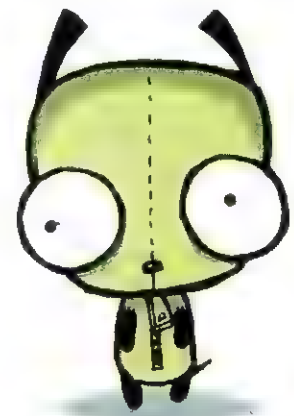
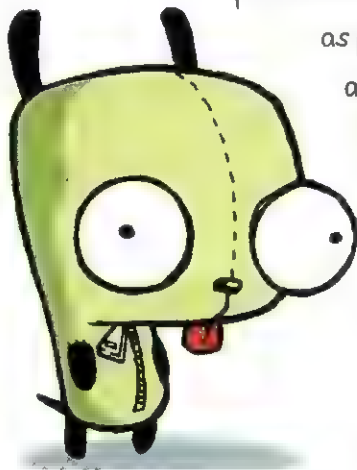
In ZIM's presence he's eager, obedient and respectful and when he ventures out on a mission, it's always accompanied by a frenzy of orchestral crescendos and mad scientist type speeches from ZIM, who might be seen later on in the episode rubbing his hands together, wondering where his droid is and anticipating the world weakening information he is undoubtedly harvesting. Immediately, we would cut from the anticipatory drama to G.I.R. on amusement park rides, drinking coffee, eating frozen yogurt and, of course, jumping rope with kids.

It's not that he's lazy, it's just that he's easily distracted. A mission might begin with much intent on getting the job done, but all it would take is the sight of an amusement park or a video arcade, and that's it, G.I.R. is just gone. When he returns from a day's reconnaissance, with ZIM inquiring as to any vital new information from the world OUT THERE, he'll often make things up to cover up for his diversions. ZIM is



prone to latching onto these flights of fancy and viewing them

as potential threats or weaknesses to be exploited, and as a result, may drag G.I.R. along for one of his missions, with G.I.R. perpetually worried about getting caught in his lies.



SECONDARY CHARACTERS

THE ROBO-PARENTS: Designed to only be seen from a distance, the robo-parents exist to give the impression of normalcy, of a fully functioning family unit. They look like dressed up crash test dummies, and start out barely mobile, sliding in and out on a rail so that they can greet ZIM as he comes home. It's not long before they have to be redesigned to account for things like parent teacher nights and to entertain unexpected guests. ZIM makes it so they can walk, but only in a jerky, Frankenstein's monster sort of way, and their vocabulary is limited to the few words and phrases that ZIM programs into them. They have a tendency to malfunction and fall apart at the most inconvenient times, making ZIM dread any situation where they may have to interact with any actual human beings.



MS. BITTERS: Somewhere in her fifties, though much older when viewed through Kid-O-Vision, she is ZIM and DIB's elementary school teacher. She is bleak and appears to delight in the crushing of anything resembling childhood joy, feeling like she could have been somebody special and instead ending up in a job she really has no passion for.

When a child tells her what they want to be when they grow up, her common response would be to say that she wanted to be that too and look where it got her. A child who says they want to be an astronaut might be treated to a story about a younger, hope filled Ms. Bitters, who built a spaceship out of wood and household junk. We would then cut to her flying in that very ship, UP, UP, UP! until she reaches outer space, where her ship immediately implodes. This is a typical childhood memory for her and when she's done sharing, any child within earshot would be absolutely terrified.



PROFESSOR MEMBRANE: The world's most renowned and prolific scientific mind, host of the wildly popular TV show "ASK MISTER MEMBRANE," and the father of DIB and GAZ. His presence in his children's lives is basically as a hunched over figure in a lab coat, or as a projected face on one of the floating monitors stationed around the house. The guy's a good dad, but really busy, so these dislocated forms of parenthood are necessary in his kind of life. It's much better than not being there at all, so he wins points for that.

The format of his television show is simple: real kids come on and Prof. Membrane, wearing some sort of protective mask, asks them to perform an experiment. The child invariably fails, often with hideous consequences, after which the good doctor then shows the dazed child how everything was supposed to go.

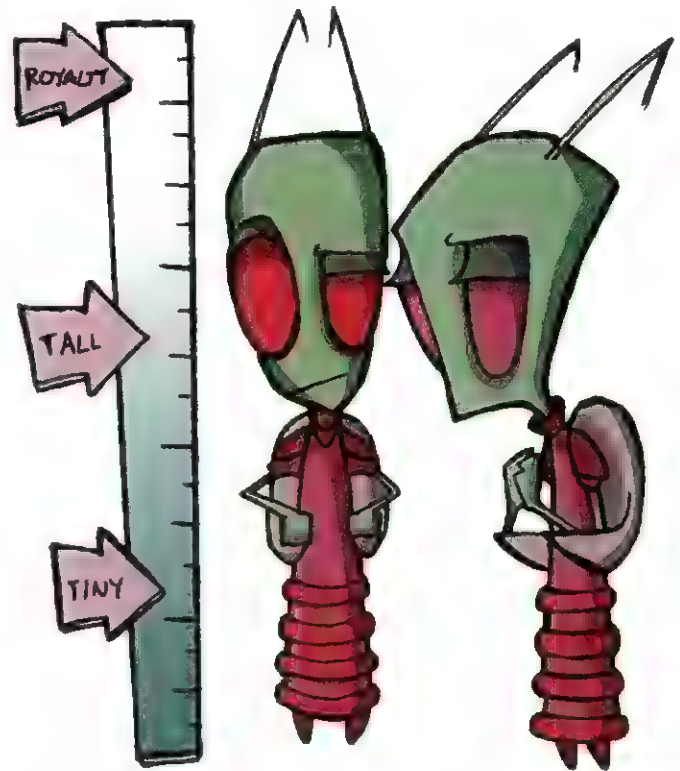


THE SPOOKY CHIHUAHUA: This miniscule, idiotic and blatantly harmless little creature with big ears doesn't actually serve much of a purpose, except to creep the hell out of ZIM. It pops up every once in a while, in various locations, and every time it does, ZIM focuses on it with suspicion and terror accompanied by over dramatic slow motion and pounding, suspenseful music. ZIM has this reaction to a lot of things, but the spooky chihuahua is one of the more regular and reliable attention getters.

THE ALMIGHTY TALLEST: One has red eyes, the other has purple eyes. Other than this, there is very little difference between these two super-wise rulers of the NOYNG (Though each think he has just a wee bit more antennae height than the other).

Their superior height entitles them to the grandest position in all of IRK, that of unquestioned leaders of the IRK empire. Of course, now that they're in this cushy spot, they're more than a little concerned that someone will eventually outgrow them and therefore usurp their power. This fear leads them to take some pretty drastic measures, ensuring that this never happens. Guards usually appear from out of the shadows to drag any suspiciously tall NOYNG off into some ominous, unseen chamber.

They leave most of the hard work to their military advisors and only get down and dirty with the conquest stuff when it makes them look good and they get an opportunity to flaunt their tallness and clear superiority because of it. Other than that, though, most of their time is spent goofing off.



SWOLLEN EYEBALL MEMBERS: The mysterious and shadowy figures, usually seen on computer screens, who form a kind of support group and network for believers in the bizarre and spooky. The name is derived from the idea that they are like a huge, swollen eyeball grown fat and squishy with their knowledge of the unexplained. Dib is a participant in this organization whose members range in age from the very young to the dead themselves. It wouldn't be surprising to find some genius toddler spouting off about alien abductions or to see an infinitely old man warning preschoolers of the dangers of the pod people. The Swollen Eyeball is, and always has been.



FRIENDS OF THE PURDY SAUCER: A bunch of U.F.O. watchers whose horrible and pathetic lives have led them to look to the stars for salvation from their stupidity. Okay that's pretty harsh, I admit, but the the truth is many of its members are rather eccentric individuals, let's say. When a group of these people discover ZIM's true identity they worship him, seeking his spacey wisdom and are pretty much just hugely irritating to ZIM. They don't intend to be threatening to ZIM, but they're so attentive and dorky that they make him even more paranoid (this time, with due cause, as they do draw attention to him).



ZIM'S ARSENAL OF DOOM

Of course, being a secret alien doom spy does have some pretty wonderful perks:



ZIM'S HOUSE: Looking to the trained eye like an obscene and desperate attempt at normality, Chez Zim is probably the only part of Zim's catalog of trickery that does a decent job of hiding its true nature. The final design having been gleaned from an overhead buzz around Suburbia, ZIM uses overkill to leave the impression of one who belongs (childlike lunatic lawn gnomes, pink flamingo style puffer fish on sticks, a patriotic flag that says "Earth"). Other than the eccentric decor, however, the house merely seems like a more typical than average personal housing structure. The only dead giveaway of the home's alien nature is an enormous, spacey looking satellite dish jutting out and pointing heavenward (the neighbors just think he gets LOTS of channels).

It is all merely a facade, complete with a pair of dummy parents that slide, cuckoo clock style, out to greet ZIM home. Once inside the house, things start looking more than a little odd, with no furnishing or other signs of habitation. The secret door within the refrigerator leads us to something else completely.

The underground lair is in direct contrast with the psuedo-human upstairs, all alien architecture, mysterious, dark metals and cold, ominous lighting. Monitors glow all over the place, displaying surveillance imagery of important test subjects (a chicken walking, a little girl dropping her ice cream, party downs). It is down here where ZIM comes closest to relaxing, his huge purple eyes free of the contact lenses and his antennae waving, uninhibited by the Elvis wig. The lair's layout can change from episode to episode, but the facade above remains the same.

ZIM'S SAUCERS: What would a spaceman be without a flying saucer? I dunno. This particular spaceman has TWO, though the reality of the situation is not nearly as glamorous as it sounds.

SAUCER #1: This is the little spaceship that all the kids would just love and want to own. Smooth and sleek, with a high tech shell, this is Zim's DOOM SAUCER. After the dramatic, showy intro of this killer machine, it more often than not makes it to the edge of his front lawn before exploding and taking out a lawn gnome or two. Immediately after this, we cut to ZIM in ...

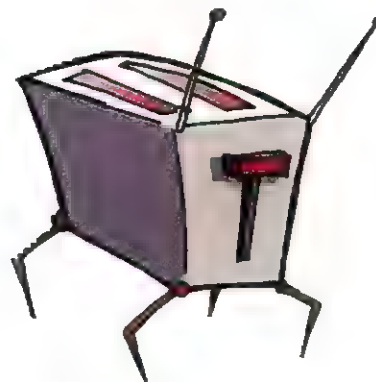
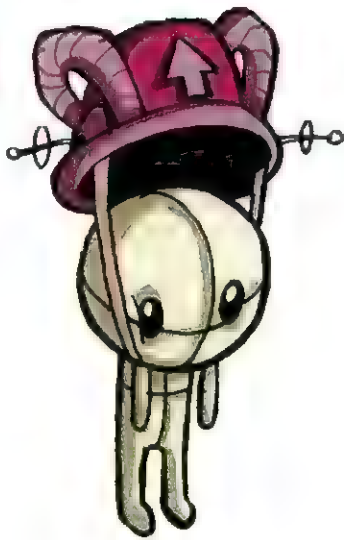
SAUCER #2: A piece of crap, hardly big enough to fit ZIM'S big head. It sputters, spits and wobbles in a rather unimpressive show of alien technology. For all its ugliness, this saucer stays afloat and is usually the one to get the job done. (The Almighty Tallest were not going to see ZIM off in their GOOD equipment, so they gave him factory rejects.)



ZIM'S SPACEY BACKPACK: ZIM is rarely without his top of the line, standard issue, back mounted INVADER carrying shell. Looking like a simple metal backpack, it can carry so much crap in it that it goes beyond your ordinary piece of luggage. Within its bottomless depths, one could find any amount of Zim's portable gadgetry.

MISCELLANEOUS SPACE TOYS: Other alien devices include: mutation beams, anti-gravity helmets (the sort that yanks you up by your head), X-Ray goggles, portable tractor beams, devices with the power to make milk chocolatey, etc.

Robots and bio-engineered creatures are commonplace in ZIM'S work, but any attempt at artificial intelligence is inevitably doomed to failure. If ZIM wished to create some sort of superhuman assistant and, not being an Earth expert, thought that the intelligence of a human crossed with the tenacity of a rat would be very impressive indeed, the end result would probably be some hyper-wired RAT BOY who lives to gnaw on stuff.



DIB'S ARSENAL OF DOOM

Just as being the member of a highly advanced alien culture has its perks, being the son of the world's greatest science guy has its rewards as well.

MEMBRANE'S WORKSHOP: With his dad's nose always buried in some amazing new job, Dib has the freedom to move about unrestrained in the old man's lab and workshop, located in the garage. From the outside, it appears like any other small garage, but on the inside, it's quite huge. Unlike Zim's setup, which is tailor made for his smallness, Dib's workplace was designed for grownups and looms tall around him.

MEMBRANE LABORATORIES: Much larger and imposing than the home workshop, Membrane Laboratories is Dib's dad's giant science factory. Dib can come here when he has the need to work on anything too enormous to fit in the home lab. All the employees know who he is and no one tries to stop him when he visits late at night for the requisite research and building of cool stuff.

DIB'S ROOM: Paranormal central. Strange devices, computers and books detailing odd and mysterious subjects like U.F.O.s, ghosts, sea creatures and kids who watch Barney. His computer is the centerpiece, where all the information is cataloged and where he keeps in touch with his scattered network of fellow researchers of all things spooky.

DIB'S BRIEFCASE: Much like Zim's backpack, Dib always carries this black briefcase with him and keeps it full of the latest alien hunting gadgetry, and lunch. Oh, how much lunch that bag can carry.

BACK STORY



Long before there was an OPERATION IMPENDING DOOM II, there was an OPERATION IMPENDING DOOM I, the NOYNG'S failed first attempt at the conquest of the galaxy. The basic idea behind the IMPENDING DOOM efforts is to find and conquer worlds deemed important or valuable by the whims of the ALMIGHTY TALLEST and convert them into world sized shopping malls, golf courses, parking lots, etc.

This has become necessary because the NOYNG have overrun their home planet of IRK to a frightening degree and the absolute need for conveniences is overwhelming.

The failure of OPERATION IMPENDING DOOM I was almost entirely due to the efforts of ZIM, who didn't let the fact that he was far too short to see over the controls of the Giant Robot he was piloting stop him from madly working the controls and doing what he was trained to do: destroy. Unfortunately, he hadn't even left his home planet when this destruction was taking place and the terror he wrought is now legendary among his people. Demoted to food services on a food court planet, Foodcourtia, in a solar system converted to a shopping mall, ZIM has spent every waking hour waiting for an opportunity to earn back the respect he so knows is rightfully his.

The main idea behind OID 2 is to assign one NOYNG spy, an INVADER, to each planet. His purpose on this planet is to assess and report upon its weaknesses, and whenever possible, take a more proactive role in undermining its preparedness, thus allowing the NOYNG armada to more efficiently overpower the planet. The armada simply moves from one planet to the next in a sort of galactic connect the dots pattern (if actually connected, maybe the dots form a happy face. I dunno).



THE WORLDS THEY LIVE IN

This section just goes into some detail about the reality of the universe inhabited by the characters of "INVADER ZIM", and helps set a tone for the events that occur in their stories.

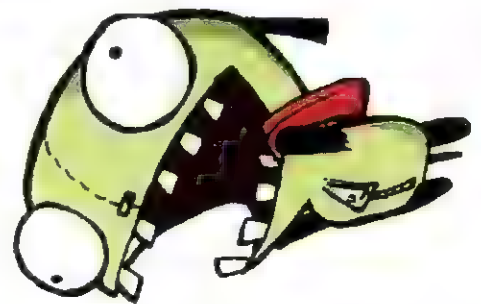
Think the visual splendor of "Scooby Doo" mixed with the mood and tone of a "Super Friends" and then bash your head with a mallet because "Invader Zim" is like none of those shows. This show will have the playfulness and bombastic insanity you might expect from a show that basically boils down to two intelligent and paranoid children playing with some of the coolest toys in the known Universe.

If you've ever seen Martin Scorsese's "Cape Fear" (trust me, this example is not as bad as it sounds), you'll understand the level of underlying dread and over the top hysterical paranoia that we're going after with the use of slow motion, quick mood shifts (from almost-comfort to insane panic in the blink of an eye), and fast camera moves into the faces of seemingly innocent characters or everyday objects to heighten the insanity factor. A typical horror in the course of ZIM's day might be a passing ice cream truck, with it's big smily clown head bouncing around on top. ZIM would sweat like a pig as this abomination of science drove by.

It's impossible to deny an "X-Files" influence here, from some of the Mulder / Scully interplay between Dib and Gaz to the Swollen Eyeball network and it's obsession with all things paranormal.

From episode to episode, the physical basics of the show, the layout of the town, the architecture of ZIM's house, the school, etc., are to remain consistent regardless of what happened in the previous segment. In one segment, the entire school cafeteria can be leveled by one of ZIM's experiments gone awry and in the next episode all is well, with happy little children obliviously chowing down the lunch special. The characters will, however, retain memories of what has occurred previously when it's pertinent to whatever's happening currently. So, at the beginning of each segment, the town and it's inhabitants physically reset themselves, but memories of what has transpired do not necessarily go away. Essentially, if it serves us to make the show funnier, it is, more often than not, allowed. Reality is at our whim.

Although the show is spilling over with technological marvels like Giant Robots, personal Rocket Ships and Anti-Gravity Helmets, the technology rarely works as intended and frequently its going haywire is the cause of even bigger problems than those that they were intended to solve. (There are numerous examples of this phenomenon scattered throughout the bible). IF the technology DOES, somehow, manage to work properly then something usually gets in the way of it getting used at the right time, as if some cosmic hand of frustration is the deity that rules this universe.



As far as how the characters exist physically within the reality of the show, they abide by the standard cartoon logic where if they're hurt, they brush it off (unless, of course, it's required in the story for them to be wounded for that segment and wearing a cast, etc.). There's a limit to their animated elasticity, the characters' bodies react to the world around them somewhere in between the "Tex Avery", eyes popping out of the head, seven foot tongue shooting out, kind of a style and the more reality based "Simpsons" characters where a squash and stretch approach is very minimal. The exceptions to these "rules" (I hate to call them that, this being a cartoon and all) would be the frequent occasions on which characters might swell up or grow to enormous proportions thanks to some evil spell, or mad scientist concoction, and of course, ZIM's allergies.



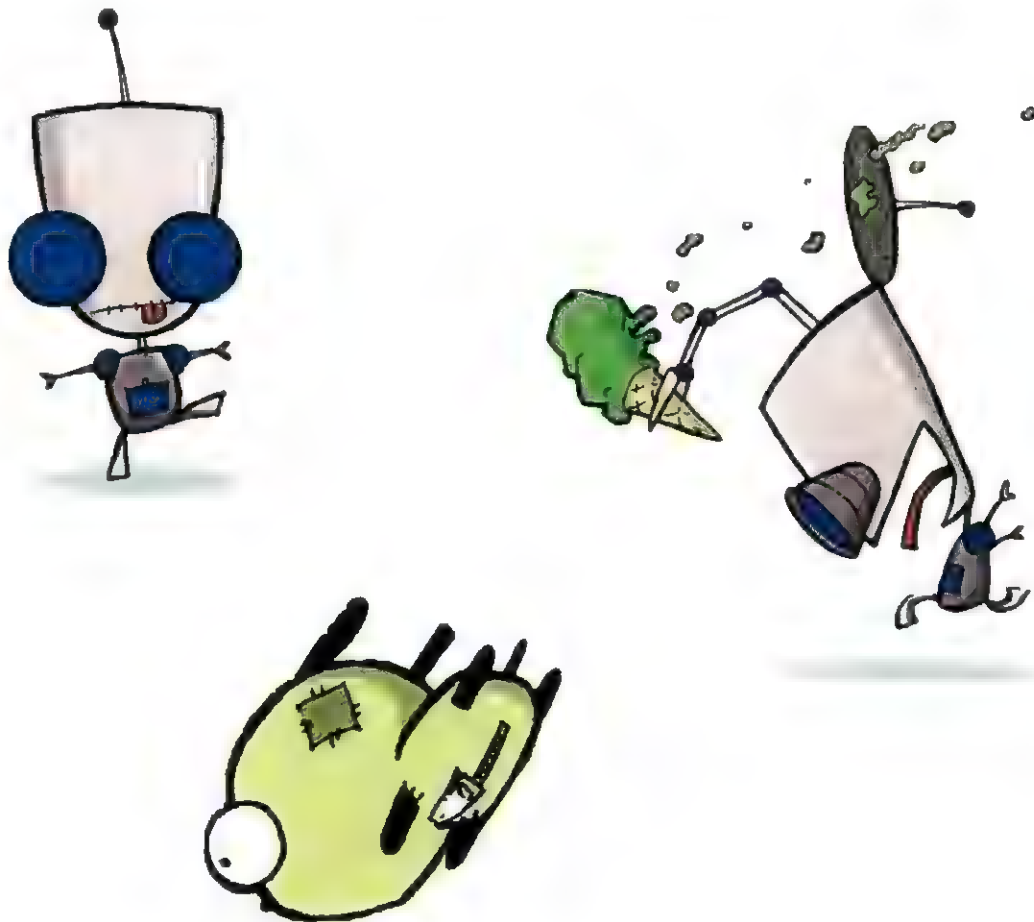
SHOW STRUCTURE

Structured in a similar way to "Animaniacs," each episode of "INVADER ZIM" can be split up into many different sections, or have as few as one or two sections. To ensure that nothing is dragged out for too long, and to maintain the manic, eclectic pace of the show, entire episode-long stories are rare. Essentially the order to the show would be manically disordered, a collection of bizarre vignettes looking into this bizarre universe.

With the show commonly being split into many small sections, there can often be several short, single gag interludes randomly popping in within each episode. These shorts could be showcases for characters other than the three main players. Gir could have a brief encounter with a burglar or the ALMIGHTY TALLEST could be seen arguing over who is the tallest of the TALLEST.

Elements from all of these segments, long and short, can also bleed into one another, maintaining the feel of a coherent Universe. One story may have a kid being launched into the sky, and the next could begin with that same kid landing in some completely new environment and a story could center around him there.

All of the vignettes would be an insight into the same Universe occupied by ZIM, Dib and Gaz, regardless of their presence in a particular story. If a story were to take place in a different dimension or time, it would most likely be a television program that ZIM is struggling to understand or a legend or book from ZIM's world.



SAMPLE EPISODES

1.) ZIM's opportunity at redemption. Having almost completely destroyed his home planet during OPERATION: IMPENDING DOOM part I (ZIM was too small to see over the dashboard of the giant robot he was commanding), he volunteers to take on any role for the second OPERATION: IMPENDING DOOM. Not having forgotten ZIM's previous service record, the ALMIGHTY TALLEST assign him to EARTH, a planet they have no interest in. ZIM is honored and begins his mission as an intergalactic spy on the strange new world full of really mean kids, terrifying cafeteria foods, and the spooky Chihuahua. It's here that ZIM takes on his disguise as a little Earth boy, and sets up his secret lair underneath a little house. In school, he not only encounters bullies for the first time, but also the boy who will be his archenemy on Earth, Dib, with his little sister, Gaz.

2.) Dib, fresh from meeting ZIM at school, vows to unmask the mysterious new kid, and show the world, and his dad, that there is an alien amongst them. He assigns Gaz the role of assistant investigator. It's the latest in his attempts to get his dad to notice him and acknowledge his genius. He is dumbfounded by how EVERYONE else does not notice that the green boy is an alien, and tries, with increasing desperation, to prove this glaring fact through progressively elaborate means. The attempts fail, and the difficulty of his quest becomes apparent. Gaz knows ZIM is an alien, but doesn't quite respond to it with her brother's fervor.

3.) Show and tell day!! Knowing how important a good showing is to maintaining the appearance of humanity, ZIM studies like a madman all week for the coming Friday. Every second blasts the passing of seconds on the clock. Each day at school, the kids, like little goblins, ask what he'll be presenting, adding to the terror and anxiety. Finally, he finds a cute, but limp little kitty, and decides it will be a fine showing, as he feels it will make him seem like a normal little boy who loves his pet. He practices holding it, and petting it, sneezing madly all the while. Not knowing it's the cat making him so sick, he goes forth with the plan. Dib, meanwhile, plans on using his new ALIEN RADAR machine at show and tell to expose ZIM right then and there. Before he gets a chance to use it, though, ZIM, at show and tell, collapses from exhaustion in a phlegmy pool, eyes swollen, kitty still held valiantly in hand, and is dragged off and sent home. Dib frantically tries chasing ZIM to use his machine before ZIM is taken away, but is foiled by one last explosive ZIM sneeze, which destroys the radar.

4.) The dreaded Teacher-Parent night. ZIM, not having any real parents on Earth, must convert his fake, door answering robot-parents into free roaming, and speaking parent substitutes. Only having one night to prepare them, he ends up with two hideous, really crappy looking parents with glazed, stiff expressions, and limited speech capabilities. He spends the entire night freaking out and being embarrassed by MOM and DAD as they perplex, and frighten everyone. As the night progresses, the robots' bodies begin to fall apart. Dad tries some punch, almost making his head explode. Any kid can relate to being a little embarrassed by their parents, why not ZIM too?

5.) ZIM discovers that a new kid in class is an alien, like himself, another NOYNG INVADER, in fact, trying to replace ZIM on Earth. This new alien is devilishly crafty, and has no honor as a soldier. Determined to be the only alien spy on the planet, ZIM must find a way to make the new aliens' stay a miserable one. This time, ZIM actually joins forces with Dib to expose the new guy as an alien. They eventually succeed during class, and the President shows up immediately to tell the new alien invader to, "Go on, shoo." The alien leaves. Dib takes this opportunity to try, again, to tell everyone that ZIM too is an alien, but by then the bell has rung and everyone, including the President, runs excitedly out the door.

6.) ZIM and Dib are arguing about who is the most ingenious, so they decide to settle things in a civilized, grownup way - they BATTLE IN GIANT ROBOTS. The battle is to take place at the school science fair, as the enormous robots would be less suspicious there. The huge machines actually look like hilariously goofy, bloated versions of their creators, so Dib's machine looks like a big giant Dib, and ZIM's looks like a giant ZIM. The battle is full of vicious attacks like the MIGHTY TURBO NOOGIE, and BIONIC STEAMROLLER (essentially, loud, grotesquely overblown versions of classic kid moves). Both machines are eventually destroyed. Both ZIM and Dib get must write lines on the chalkboard after school, but Dib also gets grounded. ZIM is victorious.

7.) ZIM's wig gains awareness. As a reaction to the space oils in ZIM's head, the fibers of the hairpiece become sentient, and the wig is PUREEVIL. Threatening to fly off and reveal ZIM as an alien, the wig forces his host to cater to it's every whim, and controls his every move. ZIM must destroy the life force of the wig, or be doomed to a life of servitude. The wig speaks in a James Earl Jones voice.

8.) Dib is captured and held prisoner by ZIM, who plans on conducting sinister experiments on his little P.O.W. It is up to Gaz to rescue her brother from ZIM's orbiting spaceship, before dinner, otherwise her dad won't take them to eat at Gaz's favorite restaurant, Bloaty's Pizza Hog. Gaz must journey into outer space for the big final showdown.

9.) As an allergic reaction to the combination of milk and chicken served for lunch in the school cafeteria, ZIM's head begins to swell up to alarming proportions. (Not good when trying to keep a low profile). As the school day progresses, the head grows larger, and more ponderously bulky, as ZIM tries desperately to find a cure for this new development before his presentation at the end of the day. Finally, as the school day draws to a close, ZIM walks in front of the class, his head resting upon a wheelbarrow, and tries to keep cool, until his head explodes in a messy, water balloon-like blast. This returns his head to normal size. He takes this opportunity to flee and lay low for a while.

10.) Knowing that his dad HAS to spend time with the kids on his television show, Dib plots to be one of those kids, but has to make it through the strenuous and terrifying qualifications tests and trials in order to make it. There is an elimination course with many other wannabe genius kids. It's sort of an American Gladiators mentality for little kids. Very much like a Mortal Kombat format, Dib must pass through a procession of increasingly sinister and powerful kids. Cheated out of final victory, Dib decides he must take the cheating winner's place on the show before air time AT ANY COST.

11.) In an attempt to make it easier for his alien fleet to take over Earth, ZIM creates the YAWN OF TERROR. This super yawn is spread through contact with people infected with the yawn, and intensifies each time a person yawns. Each yawn is more severe, stretching a person's head into nightmarishly gaping maws of sleepiness. The ultimate effect is a deep, deep sleep. ZIM finds that he is not immune to the YAWN of TERROR, and has to come up with an antidote, which eventually saves the rest of the world as well.

12.) ZIM and GIR travel to a distant NOYNG colony in outer space to attend a soldier progress convention where other INVADERS gather to discuss their findings, and also to check out the latest in alien spy technology. Basically, though, it's a popularity contest to see who can impress the ALMIGHTY TALLEST with their tales of bravery and dangerous encounters. Dib and Gaz, however, are the real spies here, having followed ZIM all the way to this far off alien get-together to gather more info on the extra-terrestrial threat.

13.) FOODFIGHT!! ZIM's sneaking suspicions and growing feelings of underlying dread over the course of the lunch-break are not quick enough to save him from being right in the middle of the most nightmarish foodfight in Earth history. This should be presented in a very graphic (in a culinary sort of way) war-like way, with the savage human beasts roaring like animals and launching all manners of edibles around.

14.) ZIM decides to investigate the evil, alien eating monster that lives in an old, empty house, going on information supplied to him by G.I.R. G.I.R, feeling the pressure from his master to give some valuable news about new leads, made the monster thing up, and soon regrets it as he is dragged along with ZIM in search of this new menace to their safety. G.I.R, not wanting to be found out in his lies, decides to play the role of the monster while also trying to be by ZIM's side to convince him that the monster has been successfully destroyed.



